Steven Kim

Software Engineer

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Active learner and problem solver who has a background in the sign industry as a business owner experienced in graphic design while building skills in business management, planning, and development. Currently using *Javascript* and *Python* as a full-stack developer, gained skills and experience in libraries/frameworks such as *ReactJS, PostgreSQL,* and *Django* by simulating a professional work environment during project development through *General Assembly*'s software engineering boot camp.

EXPERIENCE

General Assembly, Washington, D.C. — *Student*

September 29, 2019 - December 20, 2019

12-week full-stack development course that trains aspiring developers to be adept at programming languages such as *Javascript*, *HTML, CSS,* and *Python*. These skills are utilized through both group and individual projects to simulate professional software development.

Columbia Signs & Awnings, Jessup, MD — *Sole Proprietor*

August 2017 - September 2019

Gained experience in manufacturing, bookkeeping and client relations as a business owner. Developed skills in design through the use of vector-based illustration programs such as *CorelDraw* and *Adobe Illustrator*. Drew accurate mock-ups for county sign permitting. Created professional renderings of designs requested by customers.

PROJECTS

CoTripper, Mobile/Web App Development — *ReactJS, Python, Django, PostgreSQL*

December 8, 2019 - December 19, 2019

Final project for General Assembly's boot camp in which the cohort collaborated with one another to develop an app for their client, *CoTripper*, an experience-based travel platform for single mom families that provides travel opportunities. Project development was planned through agile methodology, *Kanban*, with participation in daily scrums for efficient work flow.

Calendar App, Web App Development — *ReactJS, Express/Mongoose, MongoDB*

November 18, 2019 - November 22, 2019

Group *MERN* stack project consisting of three members collaborating to create a calendar app using *ReactJS,* with *Storybook* components for front-end design and *Mongodb* to set up a database with API endpoints.

Simon Game, Web App Development — *Javascript, HTML, CSS*

October 22, 2019 - October 25, 2019

A game that tests your memory by flashing the displayed buttons in a random order to have the player mimic by pressing the buttons in that same order. First major solo project from the full-stack development course at *General Assembly, D.C*. The app was developed using *Javascript, HTML,* and *CSS*, three weeks after starting the course.

SKILLS

Programming

Javascript

HTML/CSS

ReactJS

NodeJS

Express *(Mongoose)*

Python

SQL *(PostgreSQL)*

Django

Peewee

Technologies

GitHub

Storybook *(Component Library)*

MongoDB

Pip

Heroku

Netlify *(Deployment)*

Postman

Visual Studio Code

Adobe Illustrator

CorelDraw

Adobe XD